

## Homework-opoly Kit

### This Really Good Stuff® product includes:

- Homework-opoly Game Board
- 32 Game-Piece Magnets
- 18 Treasure-Box Cards
- 18 Take-a-Chance Cards
- 2 Cards Pockets
- 2 Cards Magnets
- This Really Good Stuff® Activity Guide

Congratulations on your purchase of this Really Good Stuff® **Homework-opoly**—an exciting, easy-to-implement routine that will promote timely completion of homework.

### Assembling Homework-opoly

Before assembling **Homework-opoly**, make copies of this Really Good Stuff® Activity Guide, cut apart the reproducibles, and file the pages for future use. Or, download another copy of it from our Web site at [www.reallygoodstuff.com](http://www.reallygoodstuff.com). Determine how often students will play **Homework-opoly**, such as daily, weekly, or monthly.

1. Separate the section with the two *Cards Pockets* from the *Game Board*. Turn it over to see the letters A and B on both *Pockets*. Fold each *Pocket* along the fold line, aligning the letters A and B and displaying the title of each *Pocket*. Tape or glue together the two edges of each *Pocket*, and let the adhesive set.
2. Separate the *Treasure-Box Cards* and *Take-a-Chance Cards* along the perforations. Review them to be sure they are suitable for your classroom. Program the blank *Treasure-Box Cards* and *Take-a-Chance Cards* according to any specific students' needs, interests, and rewards. Place the correct *Treasure-Box Cards* and *Take-a-Chance Cards* inside the corresponding *Cards Pockets*.
3. If you wish to increase the likelihood of earning a reward, determine other unique class-specific rewards and write them on the blank, white *Game Board* spaces.
4. Use magnets to hang the *Homework-opoly Game Board* on a magnet receptive surface where students will be able to see and interact with it easily.

5. Position each *Cards Pocket* on the *Game Board*, and use the correct *Cards Magnet* to hold the *Pocket* in place.
6. Label the students' names on the *Game-Piece Magnets*, and stage the *Game-Piece Magnets* around the *Game Board*.
7. Make multiple copies of the *Free Homework Pass Reproducible*, and cut out the passes.
8. Copy the *Die Reproducible* onto card stock and assemble for play.

### Introducing Homework-opoly

Pointing to the *Homework-opoly Game Board*, explain to students that they will earn a chance to play **Homework-opoly** when homework is handed in complete and on time. Tell your class how often you have decided to play it. Review the **Homework-opoly** rules.

After students hand in their completed homework on time, they are to:

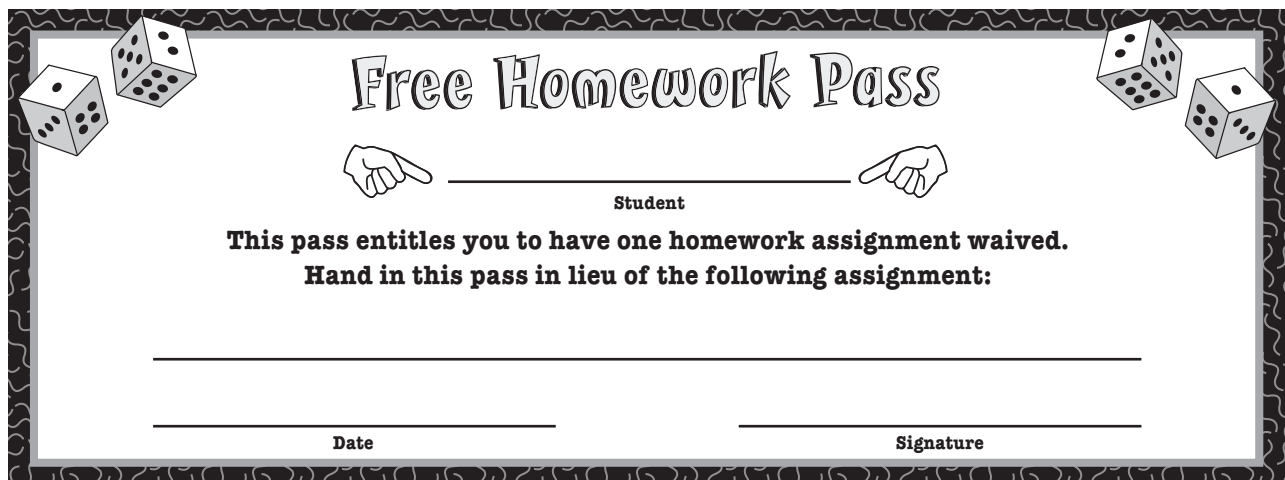
1. Roll the *Die*.
2. Move their *Game Piece* the number of spaces shown on the *Die*.
3. Follow the directions on the space where they land, when appropriate.

When a student lands on one of the following spaces on the *Game Board*, he or she is to:

- **Take a Chance:** Pull a *Card* from the *Take-a-Chance Pocket*, and follow the direction on the *Card*.
- **Free Homework:** Receive a *Free Homework Pass* certificate to exchange for one homework assignment.
- **Treasure Box:** Pull a *Card* from the *Treasure-Box Pocket*, and follow the direction on the *Card*.
- **Roll Again:** Roll the *Die* a second time, and move his or her *Game Piece* again.
- **Go to the Office:** Move his or her *Game Piece* to the opposite side of the *Game Board*, and wait for his or her next turn to move.
- **Personalized programmed streets:** Follow the directions of the reward.

Make multiple copies of the *Homework-opoly Reward Tracking Reproducible* to help you monitor students' rewards. Each time a student pulls a *Card*, record his or her name on the tracking sheet and the reward. When a student redeems the *Card*, note the date, and return the *Card* to the *Envelope*.

### Free Homework Pass Reproducible



## Free Homework Pass

\_\_\_\_\_

Student

**This pass entitles you to have one homework assignment waived.  
Hand in this pass in lieu of the following assignment:**

\_\_\_\_\_

\_\_\_\_\_

Date Signature

## Homework-opoly Reward Tracking Sheet

Student	Reward	Date Earned	Date Redeemed